

Julio Cesar Lopez

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EDUCATION

- **University of California Merced** Merced, CA
• **Major:** B.S. - Computer Science & Engineering; Cumulative GPA: 3.34 August 2020 - August 2022
Programming Coursework Algorithms, Full Stack Development, Digital Image Processing, Human Computer Interaction, Object Oriented Programming
Engineering Coursework Computer Architecture, Numerical Methods, Circuits, Economic Analysis, Mechanics
- **College of the Canyons** Valencia, CA
• **Major:** A.S. - Computer Science, Mathematics, Physics August 2016 - May 2019

EMPLOYMENT

- **Freelance & Consulting** Los Angeles, CA
• *Full Stack Developer* February 2022 - Current
 - Built food delivery web & mobile application for restaurant businesses to replace existing subscription based food delivery apps (Doordash, Uber Eats, Grubhub) to decrease delivery commission fees, increase control over online presence & increase profit margins over 35%.
 - Developed UI/UX strategies which include wire frames and mock-ups and for small and medium-sized enterprises.
 - Worked closely with clients to gather requirements and ensure their vision was brought to life. Developed 5+ websites for small businesses, each with unique designs and features.
 - Optimized website speed and reduced loading time by 50%, improving customer satisfaction and leading to significant increase in page rankings.
 - Performed on-page SEO optimizations resulting in a 30% increase in organic traffic.
 - Key Clients: Wana Iguana Fresh Baja Grill (wanaiguana.com), Cande Lopez (candelopez.co).
 - Technology Utilized: JavaScript, Python, Flask, mySQL, Express.js, HTML, CSS, Bootstrap.
- **Bay Area Rapid Transit** Remote
• *Software Developer (Internship) - Operations Control Center* August 2021 - December 2021
 - Developed web application alongside a small team of four engineers to replace existing solution to input and categorize control center incident logs and generate end of the day reports.
 - Integrated rich text editor into application, adding over a dozen text functions, increasing ability to create custom and detail oriented reports by using Quill.js tool.
 - Implemented ability to add frequently used templates to incident logs with keyboard shortcuts reducing input time by utilizing keyboard bindings.
 - Integrated the ability to rapidly add search tags to incident log entries by using text auto-complete function improving data storage for optimal categorization and search-ability.
 - Created database to store incident logs using SQL Alchemy and created tool to search through database with various criteria and display data in a quick and efficient manner.
 - Technology Utilized: Python, Flask, SQLAlchemy, Bycrypt, HTML, JavaScript, Quill.js, Awesomplete, Cleave.js.
- **SHL Engineering** Palmdale, CA
• *Computer Aided Drafter & 3D Modeler* August 2016 - December 2019
 - Designed and drafted 2D blueprints and 3D renderings using computer-aided-drafting software for large scale construction projects.
 - Submitted finalized plans to local governmental bodies for approval and submitted subsequent alterations and corrections throughout permitting process.
 - Worked on-site with engineers and construction managers to insure the completion of projects.
 - Technology Utilized: AutoCad, SketchUp Pro, Layout, Vray, SU Podium, Adobe Illustrator, Adobe Photoshop, Microsoft Office Suite.

SOFTWARE PROJECTS

-  **WebEye - Eye controlled e-book reader web application (Web Development, Human-Computer Interaction, UI/UX Design, Eye Tracking Technology):** (Work in progress) Research oriented, open source, retina controlled e-book reader that can be utilized to solve a variety of issues such as assisting those with disabilities.
Technology Utilized: Javascript, HTML, CSS, WebGazer.js
[View Project Code](#)
-  **todoMac - Native desktop mac application (Application development, UI/UX Design, Object Oriented Programming):** Native desktop task managing application used to organize your life and complete your goals.
Technology Utilized: C++, QT Framework, QT Creator.
[View Project Code](#)
-  **Scroll - Forum Based Social Media Web App (Web Development, Databases, Encryption, Application Programming Interfaces, UI/UX Design):** Developed community based social media platform to meet others with similar interest and share with like minded individuals.
Technology Utilized: Python, Flask Framework, JavaScript, HTML, CSS, Quill.js, Bycrypt, SQLite
[View Project Code](#)

- 📍 **KickIt - Mobile iPhone Application (Mobile Development, Application Programming Interfaces, Location Based Application, iPhone Development)**: Casual hangout app that allows users to mark interesting locations on a map for their friends and, if they choose, other users. Users can create location invites that prompt friends and/or other users on their devices.
Technology Utilized: Swift, Objective C, XCode, Google Map API (May '21)
[View Project Code](#)

SKILLS

- **Languages:** Python, C++, C, JavaScript, Java, Swift, SQL, Matlab, HTML/CSS,
- **Frameworks:** Flask, iOS SDK, QT Creator, Bootstrap, Express.js, Node.js
- **Tools:** Visual Studio, Figma, AutoCad, SketchUp, Vray, SU Podium, Adobe Creation Suite, Microsoft Office Suite

ADDITIONAL EXPERIENCE

- **AutoCad Drafter & 3D Modeler - Antelope Valley Fairgrounds, City of Lancaster** Lancaster, California
Projects: La Plaza, AV Hispanic Cultural Center and the remodeling of Lancaster City Hall Jun 2015 - 2018
- **CodePath - iOS Mobile Development** Remote
Intensive project-based coding boot camp focused on mobile app development. Jan 2021 - Apr 2021